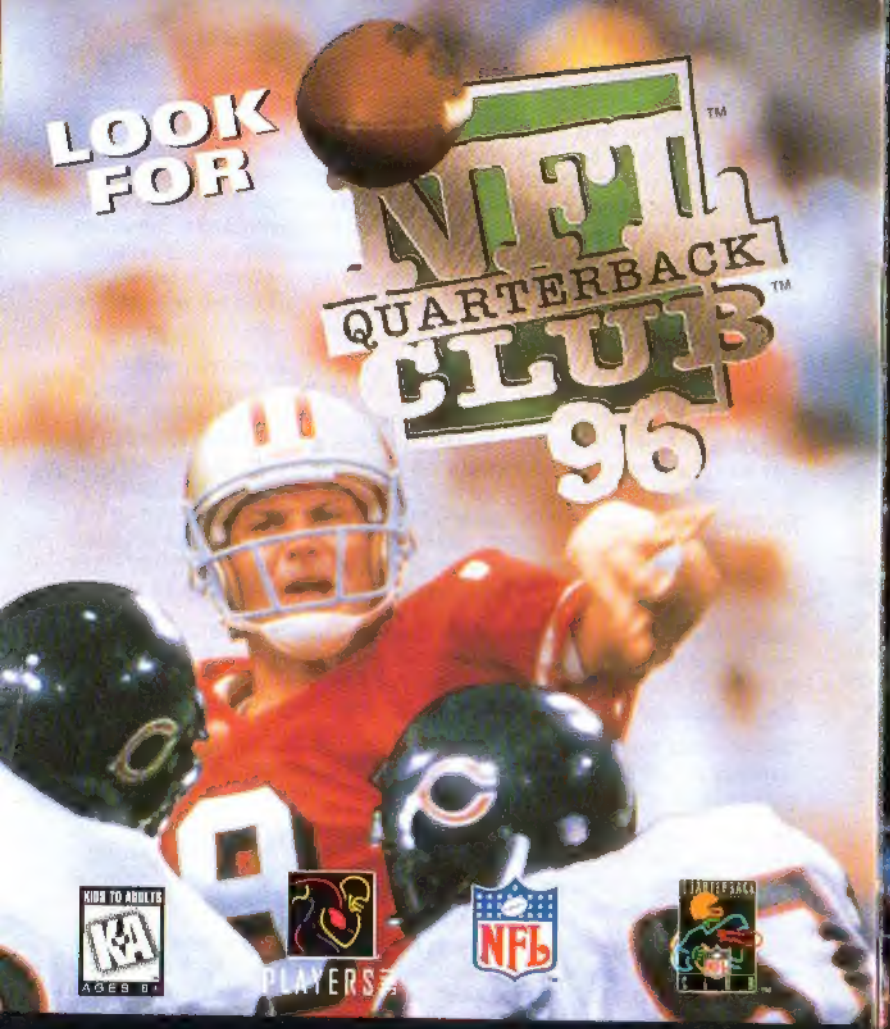

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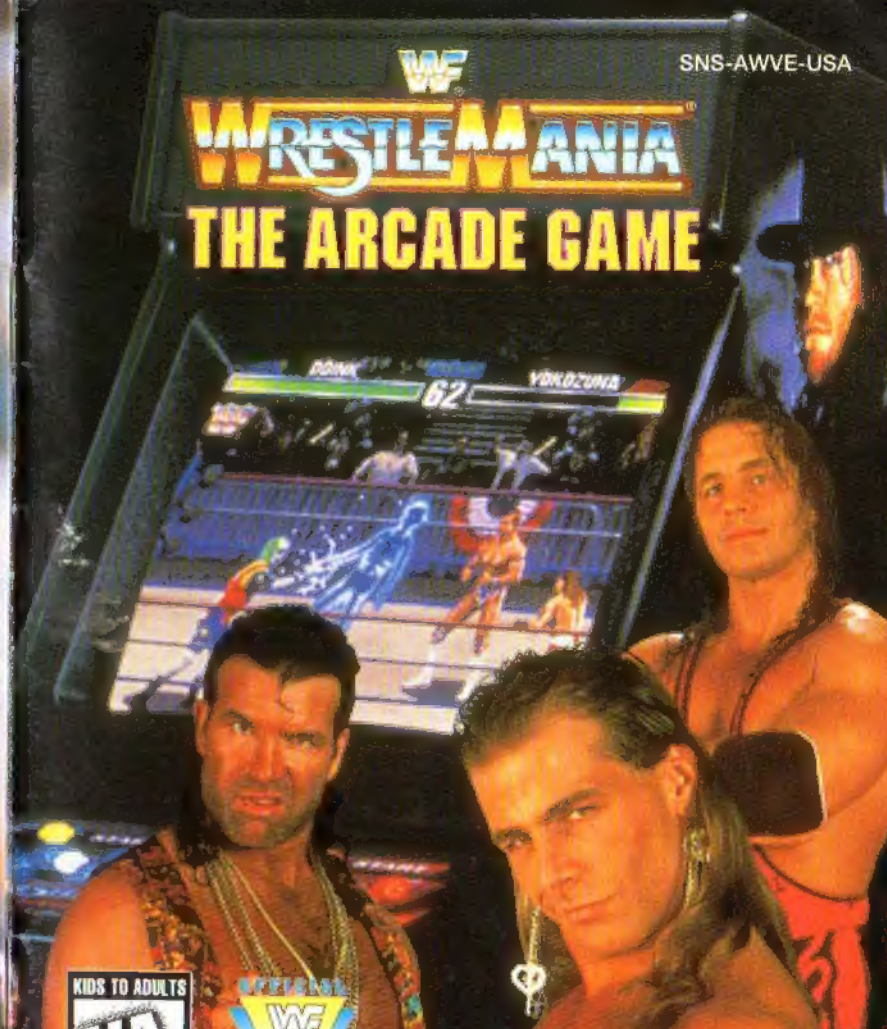

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LADIES AND GENTLEMEN- WF WRESTLEMANIA®: The Arcade Game!

Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge™. Maybe you've even tried wrestling Raw™!

So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever-- WF WrestleMania®: The Arcade Game!

You can be Shawn Michaels™--and stun your opponent with the spectacular acrobatics of the Frankensteiner™! You can be the Undertaker™--and bury your opponent's chances of victory with the tombstone slam!

But WF WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon™, you can transform your arm into a razor swipe! As Doink™, you can literally stun your opponent with an electrified joy buzzer!

WF WrestleMania®: The Arcade Game is all this--and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in--and out of--the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's WF WrestleMania®: The Arcade Game--and it's the most spectacularly sensational wrestling challenge the world has ever seen!

PREPARING TO ENTER THE RING

LOADING:

1. Make sure the power switch is OFF.
2. Insert the WF WrestleMania® Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a two-player game, make sure both controllers are inserted at this time.
3. Turn the power switch ON.

When you see the WF WrestleMania®: The Arcade Game title screen, press the START button. You will then come to the Wrestler Select screen, where you can choose your wrestler and/or set game options.

SETTING OPTIONS

WF WrestleMania®: The Arcade Game offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the CONTROL PAD, then press any symbol button. The options screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press any symbol button to return to the Wrestler Select screen.

Difficulty

Set the play difficulty, from Very Easy all the way to Very Hard.

Life

Give yourself a real challenge by setting the amount of life left in your energy meter, from 10% up to 100%.

Music

Choose to play with the music ON or OFF.

CHOOSING WRESTLERS

Press UP and DOWN on the CONTROL PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button and join in the merry mayhem of WWF WrestleMania®: The Arcade Game!

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation® title. Make your decision wisely: There are serious challenges awaiting you in each case!

ONE-PLAYER GAMES

Intercontinental Title: First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

World Wrestling Federation® Title: You wrestle one-on-two handicap bouts against all the other wrestlers, then you compete in a series of one-on-three bouts against all six wrestlers! Then triumph in the final Royal Rumble® match and become the World Wrestling Federation® Champion!

TWO-PLAYER GAMES

Head to Head: You and an opponent battle it out in the best of three one-fall matches!

Cooperative: You and a partner wrestle two-on-one against specially super-charged versions of all the great athletes in WWF WrestleMania®: The Arcade Game!—including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all wrestlers have been defeated, you're crowned as Tag Team Champions!

A LOOK AT THE ARENA

Here's a view of the ring where all the WWF WrestleMania® action takes place!

PLAYER ONE ENERGY METER

This displays player one's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

PLAYER TWO ENERGY METER

Same as player one.

TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.

RECOVERY BAR

This meter appears when you're really beaten down or on the ropes. Hasten your recovery by rapidly pressing any button.

COMBO MOVES ALERT

Note: When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!

ESSENTIAL OFFENSE & DEFENSE

Don't even think of climbing into the WWF WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!

OFFENSE:

To **MOVE AROUND THE RING**, use the **CONTROL PAD**.

To **RUN** from one side of the ring to the other and rebound off the ropes, press the **Y + B BUTTONS**

To **PUNCH** your opponent, press the **Y BUTTON**

To throw a **SUPER PUNCH**, press the **X BUTTON**

To **KICK** your opponent, press the **B BUTTON**

Unleash a **SUPER KICK** by pressing the **A BUTTON**

Some wrestlers can **PICK UP** opponents by pressing the **X + A BUTTONS**

Some wrestlers can release an **UPPERCUT** by first doing a **HEAD HOLD**, then pressing **DOWN + X BUTTON**

To **THROW YOUR OPPONENT INTO THE ROPES**, move in close, then press **AWAY, AWAY, X BUTTON**

Get your foe in a **HEAD HOLD** by pressing **TOWARD, TOWARD, X BUTTON**

To **TAKE DOWN** your opponents, press **AWAY, AWAY, Y BUTTON**

DEFENSE:

To **BLOCK** an opponent, press the **RIGHT TRIGGER**

To **PUSH AWAY A BLOCKED OPPONENT** , hold the **RIGHT TRIGGER** and hit the **Y BUTTON**.

To break your opponent's hold when he has you by the head, press the **B BUTTON** to kick him, or experiment with reversal moves by utilizing one of the following button combinations: (a) DOWN, DOWN, SUPER KICK, or (b) TOWARD, TOWARD AND SUPER PUNCH. The resulting moves will be different for each wrestler--and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

To **ROLL OUT** of the way when you've been dropped to the mat, press **UP** or **DOWN** on the **CONTROL PAD**.

STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

TAKE TO THE AIR!

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the UP/RIGHT or UP/LEFT CONTROL PAD to climb to the top turnbuckle! Then press any moves button to soar above the ring!

GET OUT OF THE RING!

There are plenty of cases where the action gets so wild the ring can't contain it all! Go ahead and battle your opponent on the arena floor ... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!

COMBINATION MOVES

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations— now THAT'S GOT TO HURT! Experiment to see what YOUR wrestler's particular combinations are! When a combination hit is a made, the combo counter appears on screen, telling you that somebody just got a whipping!

SECOND WIND

There's life after sudden-death in WrestleMania® The Arcade Game! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.

BUT WAIT...THERE'S MORE!

McMAHON: "Now if you want to really launch an attack on your foe..."

LAWLER: "Keep quiet, McMahon!"

McMAHON: "...then experiment with various button combinations..."

LAWLER: "They don't need to know this, McMahon!"

McMAHON: "...like double-press the CONTROL PAD in the direction of your opponent, then..."

LAWLER: "Oh, man, I can't believe this is happening!"

McMAHON: "...or press AWAY—"

LAWLER: "All right, that's enough! ENOUGH!"

MAYHEM MOVES!

There are tons of special mayhem moves in WrestleMania®: The Arcade Game! Some are revealed in the wrestler bios, others have to be learned...

THE SUPERSTARS OF WrestleMania® THE ARCADE GAME!

The World Wrestling Federation® is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the WrestleMania®: The Arcade Game ring ... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship --or even the World Wrestling Federation® Title!

NOTE: The moves below assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

(P) = Punch Button (SP) = Super Punch

(K) = Kick (SK) = Super Kick

"Hey, put 'er there, pal! Let's shake! Hey, whatsa matter– you don't trust me?!"

"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."

"You never know what kinds of new tricks Doink™ has up his colorful sleeve!"

"Tricks? It all seems like cunning strategy to me, McMahon!"

WWF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to jolt your opponent with the joy buzzer!

FAVORITE MANEUVERS:

EAR SLAP: ↓ ↘ → P

HAPPY HAMMER: → → SK

SUPER CLOTHESLINE: Run, P or SP

HIP TOSS: ← ← P

HEAD SLAM: Head hold, ↓ ↓ SK

WWF SUPERSTAR FAST FACT!

Doink™ and his midget-clown counterpart Dink™ teamed up to battle Bam Bam Bigelow™ and Luna™ at WrestleMania® X!

"In the WWF, there is only one excellence of execution, and that's me, the 'Hit Man'™!"

BRET "HITMAN" HART™

"Hailing from Calgary, Alberta, he stands 6' 1" and weighs 234 pounds..."

"Unquestionably one of your favorite wrestlers, Jerry Lawler! Ha, ha, ha!"

"Are you kidding, McMahon? I wouldn't spit on him if he were on fire!"

WWF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to make 'em cry "Uncle" with the Sharpshooter!

FAVORITE MANEUVERS:

EYE RAKE: ↓ ↘ → P

ROLLING UPPERCUT: ↓ ↘ → SP

ARM DRAG: ← ← P

BULLDOG: Head hold, ↓ ↓ SK

FLYING CLOTHESLINE: Run, P or SP

WWF SUPERSTAR FAST FACT!

At WrestleMania® XI, Bret Hart™ beat two-time former Federation Champion Bob Backlund™ in an "I Quit" match–using his own finishing move against him!

LEX LUGER

"Nobody in the WF can match my total package of brains and sheer power!"

"This powerful native of Atlanta, Georgia, stands 6'5" and weighs 275 pounds..."

"Luger is unquestionably one of the most powerful athletes in the world today."

"Hey, it's Vince McMoto: master of the obvious!"

WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to smash your opponent with a medieval mace!

FAVORITE MANEUVERS:

SLIDING ELBOW: → → P

DOUBLE AXHANDLE SMASH: When next to opponent, P

VERTICAL SUPLEX: Head hold, → → P

REBEL RACK: lift over head, ↑ SK

HIP TOSS: ← ← P

WF SUPERSTAR FAST FACT!

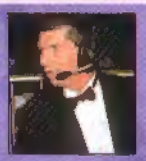
Lex Luger™ is so strong, he once bodyslammed the then-505-pound Yokozuna™ on the deck of the aircraft carrier Intrepid!

"Take a look at the best, folks–it's your pleasure and privilege to watch me wrestle!"

Flower Michaels™

"From San Antonio, Texas, he stands 6' 1" and weighs 235 pounds..."

"Now I know this truly is one of your favorite WF competitors, 'King' Lawler!"



"That's right, McMahon: Pound for pound, Michaels is the best in the WF –besides me, of course!"

WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to horrify your opponent with the Frankensteiner™!

FAVORITE MANEUVERS:

FRONT LEG TRIP: → → K

SUNSET FLIP: Run, P

BODYSLAM: ← ← P

SPEED KICK: ↓ ↘ → K

BACK KICK: ← ← SK

WF SUPERSTAR FAST FACT!

Shawn Michaels™ has twice held the WF Intercontinental Title!

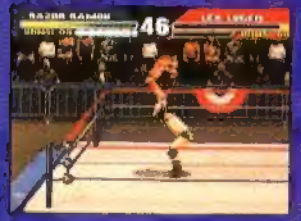
RAZOR RAMON™

"You think you can handle this much machismo, man? Just give it a try, chico!"

"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."

"The Bad Guy looks particularly determined tonight, Jerry Lawler!"

"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"



WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to shake your opponent like a rug!

FAVORITE MANEUVERS:

UPPERCUT: Head hold, ↓ SP

RAZOR'S EDGE: Head hold, → → SP

PILEDRIVER: Head hold, ↓ ↓ SK

HIP TOSS: ← ← P

RAZOR SWIPE: Head hold, ↑ or ↓ P

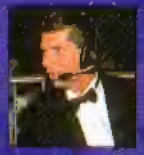
SUPERSTAR FAST FACT!

Razor Ramon™ battled Shawn Michaels™ in a spectacularly memorable ladder match at WrestleMania® X!

UNDERTAKER™

"My victory will be your funeral!"

"This 6'11" star hails from Death Valley and weighs in at 322 pounds..."



"My goodness, that pasty-white flesh of his!"

"Yeah, Undertaker doesn't seem to be getting much sun these days, McMahon!"

WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to hurl punishing demons at your opponents!

FAVORITE MANEUVERS:

SNAP MARE: ← ← P

SUPER UPPERCUT: Head hold, ↓ SP

TOMBSTONE SLAM: → → SK

NECK BENDER: Hold P for 3 seconds, release

DROPKICK: Run, K or SK

SUPERSTAR FAST FACT!

Undertaker™ is a former World Wrestling Federation® Champion!

WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!

Even if you've mastered everything in this manual, there's more to WrestleMania®: The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of WrestleMania®: The Arcade Game excitement!

***Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

***In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up they'll wind up battling each other! Use this advantage wisely!

***If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!

WF® SUPERSTARS SHOW YOU HOW TO BEAT YOUR FRIENDS!

WF® WRESTLEMANIA®

THE ARCADE GAME

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Learn how to unlock the ultimate wrestling power

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